

Interactive Denoiser

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Note : At this time, the interactive denoiser works with RIS on Linux workstations only.

Activate Interactive Denoising

The interactive denoising option can be found on the PrmanGlobalStatements node

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Preferences

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Cheap First Pass

If checked, the first pass will use a cheaper (slightly faster but lower quality) heuristic.

This can be useful if rendering something that is converging very quickly and you want to prioritize getting a denoised result faster.

Interval

The time interval in between denoise runs (in seconds)

LogInfo

Output logging info

Min Samples

The minimum number of average samples per bucket before the interactive denoiser runs for the first time. Changing this preference requires the render to be restarted for this option to be respected



Unknown macro: 'html5-video'